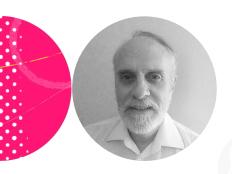
The Decorator Pattern

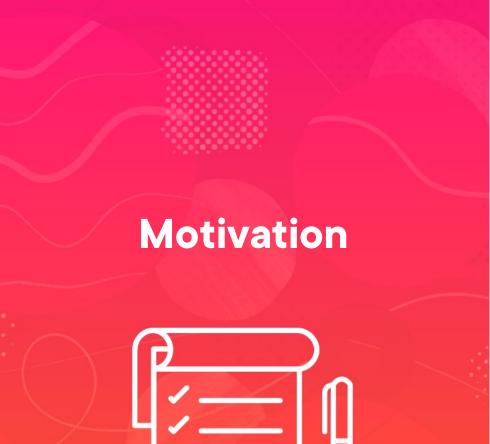


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Car dealership

Three models:

- Economy
- Luxury
- Sport

Options:

- Engine size: 4 or 6 cylinders
- Paint color: white, red or black
- Upholstery: leather or vinyl

Cost depends on the model and options

Try a class-based approach



Demo



Start with an abstract car class

Define concrete class for each model

Subclass each model for option combinations

Using Subclasses

One subclass per model/options combo

Only two combinations

3 models, 2 engines, 3 colors, 2 upholstery types

 $3 \times 2 \times 3 \times 2 = 36$ subclasses!

What about the real world?

Thousands of combinations!

Subclass explosion

Maintenance nightmare



Demo



Start with an abstract car class

Define a concrete class for each model

Use properties for the options

Using Properties

One concrete class per model

More properties to implement

More complicated constructor

Maintenance?

What if the options' prices change?

- Open up ABC

Add interior color property?

- Open the ABC and concrete classes



Principles Violated

Single Responsibility

Open/Closed

Interface Segregation

Dependency Inversion

Don't Repeat Yourself



Decorator

Classification: Structural

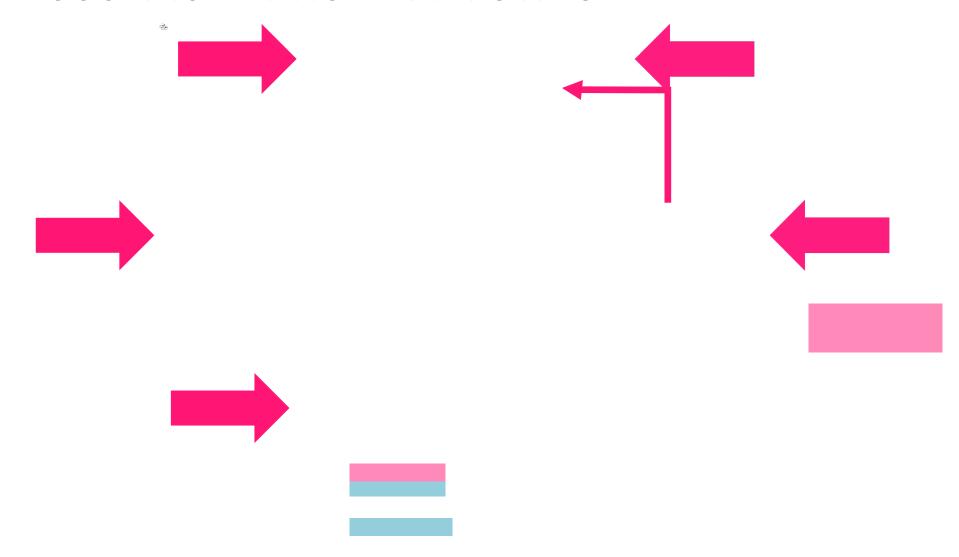
Adds new abilities to an object

Dynamically, at run time

Flexible alternative to subclassing

Also know as the Wrapper Pattern

Decorator Pattern Structure





Demo



Follow the Decorator Pattern structure
Use decoration instead of subclassing

Consequences

More flexible than static inheritance

Keeps things simple

No practical limit to decorations

Transparent to clients

A decorator has a different type

Many little objects

Factory and Builder patterns can help



Decorator Pattern vs. Python Decorators

Decorator Pattern

Class definitions

Wrap class instances

Run time decoration

Add functionality to instances

Specific purpose

Gang of Four

Python Decorators (@decorator)

Function definitions: @ syntax

Wrap definitions

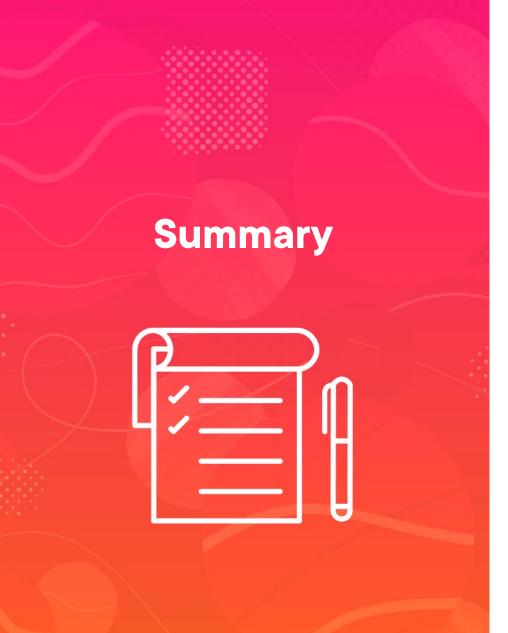
Compile time decoration

Add to functions and classes

General purpose

PEP 318

https://www.python.org/dev/peps



When to use Decorator?

Add new functionality to existing objects

Better than many subclasses

Better than many properties

Consider using Factory or Builder

Prototype